









Event Blocks - Event Programming

Code blocks that trigger script execution based on predefined events i.e when green flag clicked, when key pressed, when sprite clicked etc. Event blocks are colored orange.

Event Block	Description
	Executes the script to which it has been attached whenever the IDE's green flag button is pressed.
	Executes the script to which it has been attached whenever a specified keyboard key is pressed.
	Executes the script to which it has been attached whenever the user clicks on the sprite to which the script belongs.
	Executes the scripts to which it has been attached when Backdrop changes to specified backdrop.
	Executes the scripts to which it has been attached when Loudness exceeds specified amount.
	Executes the scripts to which it has been attached when a specified broadcast message is received.
	Specifies a broadcast message to all sprites without pausing script execution.
	Sends a broadcast message to all sprites to trigger a predefined action and then pauses script execution, waiting until all sprites have completed their assigned action before allowing the script in which the block resides to continue executing.

Event Blocks - Activities

Sl. No.	Activity Name	Activity Image
1	Execute a Script when green flag is clicked.	
2	Execute a Script when a key is pressed.	
3	Execute a Script when a sprite is clicked.	
4	Execute a Script when a backdrop changes.	

		
<p>5</p>	<p>Execute a Script when time is greater than a specified limit.</p>	
<p>6</p>	<p>Message Broadcasting</p>	